COMP3020 Milestone 3 Report

University of Manitoba - Fall 2024

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Section: A02

Group: 10

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PART (A): Technology Overview

1. What we used

We used HTML, CSS, and Javascript, as well as a couple of libraries to create our "Jyniper Gyms" website

2. What was our approach

Our approach in creating our website was:

- 1) We used GitHub to maintain proper version control,
- 2) We used our sketches and feedback from milestone 2 as the basic idea and foundation to implement the website which proves helpful in determining the final product, and
- 3) pseudo-live coding to coordinate the workflow.

3. What libraries were used

The libraries that we used are Bootstrap, JQuery, Font Awesome, Owl-Carousel from Cloudflare and Lottie. We used them to improve the functionality and aesthetic of our website.

PART (B): Design deviations and evolutions

In our final design, several changes were made from the initial paper prototype to enhance functionality and usability based on user feedback and technical constraints.

- **1. Profile Picture Button:** A profile picture button was added to the homepage to visually indicate whether the user is logged in. This change was informed by user feedback, which highlighted the importance of clear login status indicators. This addition improves user navigation and personalizes the interface.

- 2. Side Navigation Bar for the Store: The store now features a side navigation bar, which was not present in the paper prototype. This decision was driven by the need for better organization and quicker access to categories, which enhances the shopping experience and aligns with user expectations for e-commerce interfaces.
- 3. Back to Home Button: A "Back to Home" button was included on all pages
 except the store. This improvement addresses feedback that users needed an
 intuitive way to return to the main homepage, streamlining navigation across the
 site.
- 4. Removal of Member/Staff Sign-In Option: We decided not to include the
 "sign in as member/staff" option from the prototype. This change was due to
 technical challenges and the realization that simplifying the login process could
 reduce user confusion.
- 5. Improved UI for Membership Selection: The interface for selecting membership types was refined to be more accessible. This involved larger buttons and clearer labels, addressing feedback about the prototype's complexity and ensuring inclusivity.

These adjustments reflect our focus on user-centric design while balancing technical feasibility. Comparing our sketches with the final product highlights how feedback and iterative improvements contributed to a more polished and practical implementation.

PART (C): Usability "sales pitch"

Design Principles and User Experience

The primary design principles we used are an aesthetic and minimalistic look, clear and effective navigation, consistency, and ease of use. These "rules of thumb" are important because they help us create a better user experience when using our interface. Focusing on the user experience increases user satisfaction and system efficiency while reducing user errors. We primarily used feedback from our paper prototype and course material when choosing our design principles. We prioritized the principles we believed would have the strongest impact on the user without harming the functionality of the interface.

Aesthetic and Minimalistic Design

An aesthetic and minimalistic design allowed us to create an interface that is efficient and easy to learn. Too many elements on the screen can overwhelm users and make interactions less efficient as they must sift through everything on the screen. Focusing on key aspects and core functions reduces the user's overall mental load and makes the interface easier to use. A good example of these design principles is our log-in and account creation pages (see Appendix A). We kept the design minimalistic and only included information necessary for the user to see and interact with. However, we also ensured it was visually appealing and aesthetic through the use of color, imagery, and interface layout.

Clear and Effective Navigation

Clear and effective navigation was essential to our design, especially since many users will not use the site frequently. The site needed to intuitively guide the user without

overwhelming them. To achieve this, we limited the website's scope to its core functions

and created one centralized home page for users to branch off from. Users can easily return

to the home page or the last section they were in from any branch. This allows users to

find what they are looking for without wasting time or getting lost.

Consistency and Ease of Use

Consistency and ease of use are the final design principles we followed. These principles

go hand-in-hand to create a seamless interface. We achieved this by using the same color

scheme, graphics, and page layout throughout the interface. We wanted users to complete

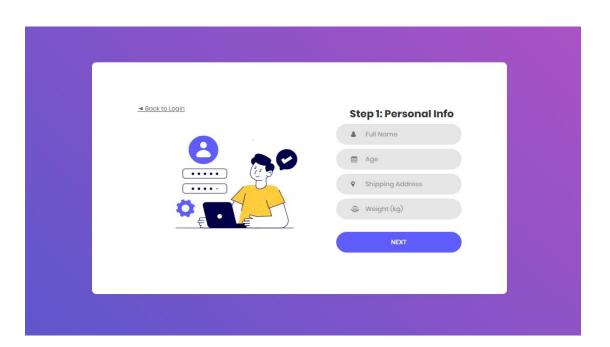
all major tasks on the site quickly and with minimal errors. Keeping the design consistent

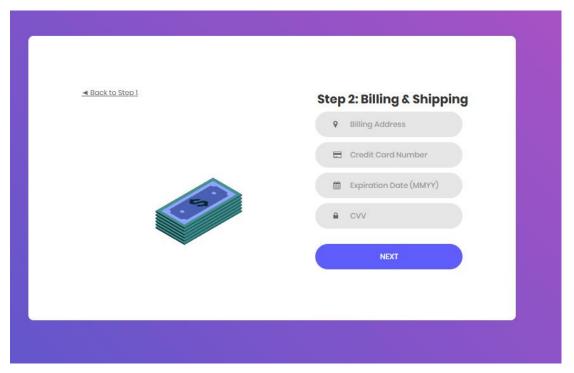
allows users to learn to navigate it more quickly, making it easier to use.

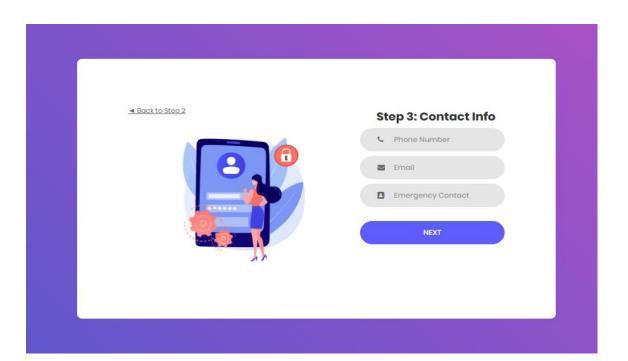
For a detailed look at our design, please refer to Appendix A.

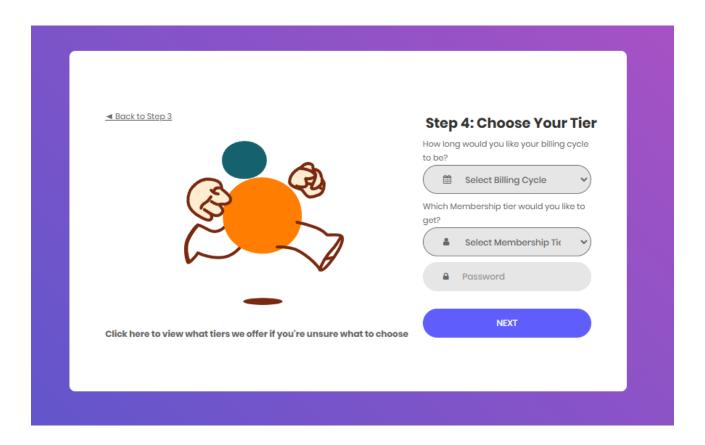
APPENDIX (A): Figures

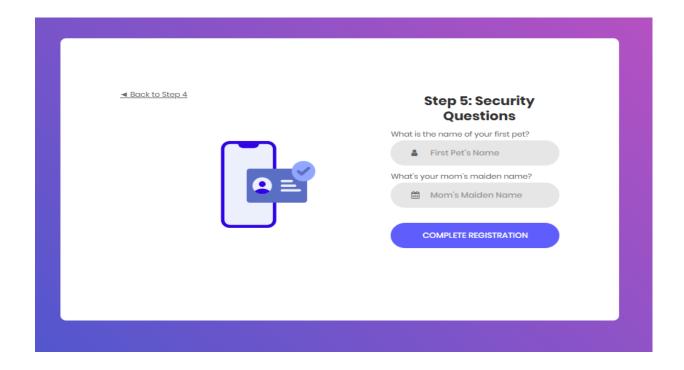
1) Log in and Create an account pages



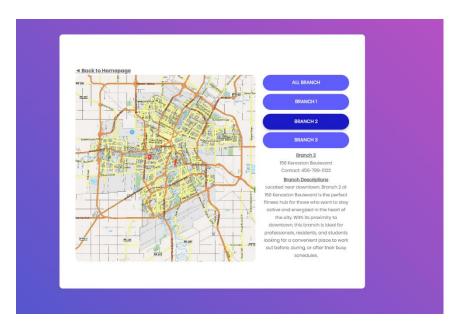




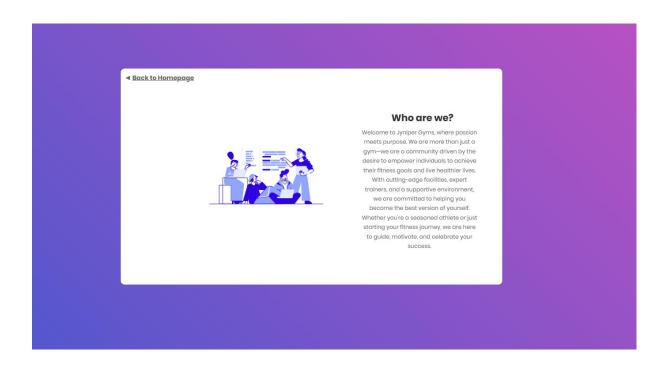




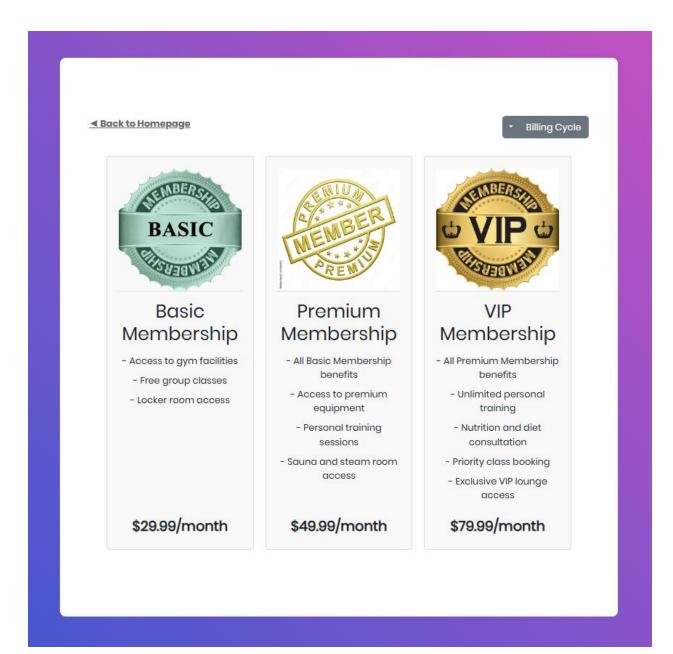
2) Locations page

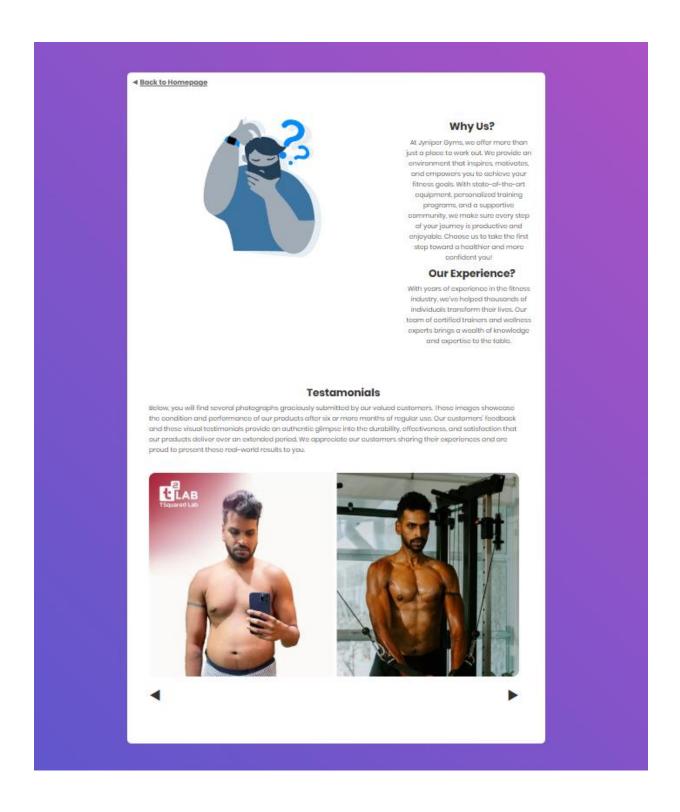


3) Who are we? page



4) Memberships page





APPENDIX (B): Work distribution with the group

1. Planned Contribution

Member	Intended Role(s)
Skyler Pries	Write up
Rizaldi Wijaya	Write up and code
Rubait Ahamed	Write up and code
Huzaifa Mehboob	Write up and code

2. Completed Contribution

Member	Intended Role(s)
Skyler Pries	Write up part 3
Rizaldi Wijaya	Write up and code
Rubait Ahamed	Write up and code
Huzaifa Mehboob	Write up and code